IES-10-USA

PIN·BOT

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thanks for buying the Pin Bot®[2] Game Pak for your Nintendo Entertainment System®[1]

Please read this booklet thoroughly, then save it for future reference.

GAME DESCRIPTION

Pin Bot, one of the finest pinball machines ever made, has now been converted to video. All of the action of the real game is here: robot-like speech, multi-ball play, the jet bumpers, and the mysterious robot visor. Some new features have been added as well: 6 progressively more difficult levels, enemies that attack your flippers or try to steal the ball on the playfield, and different ball shapes. Pin Bot talks. Pin Bot observes. Pin Bot challenges you.

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

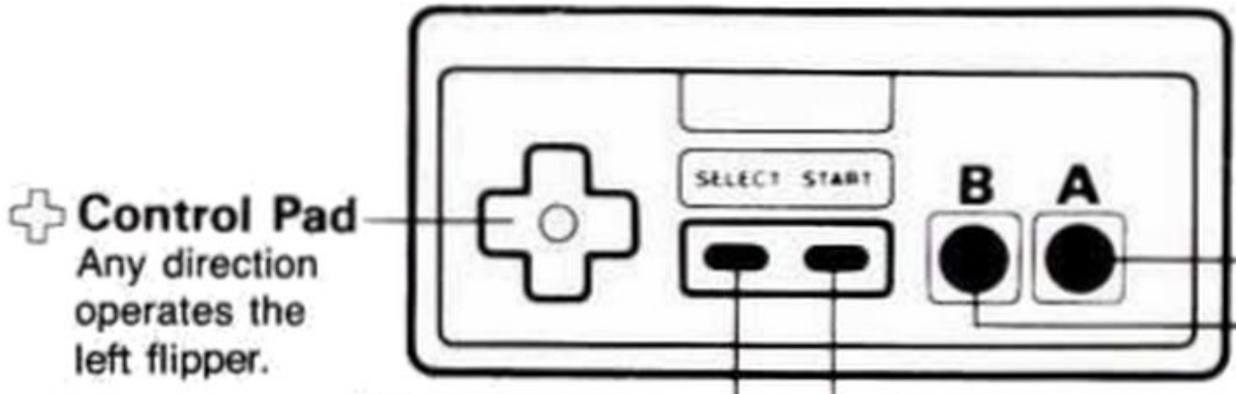
Note:

In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

1 ™ & ® are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.
2 Trademark of Williams Electronics Games, Inc.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Control Pad
Any direction operates the left flipper.

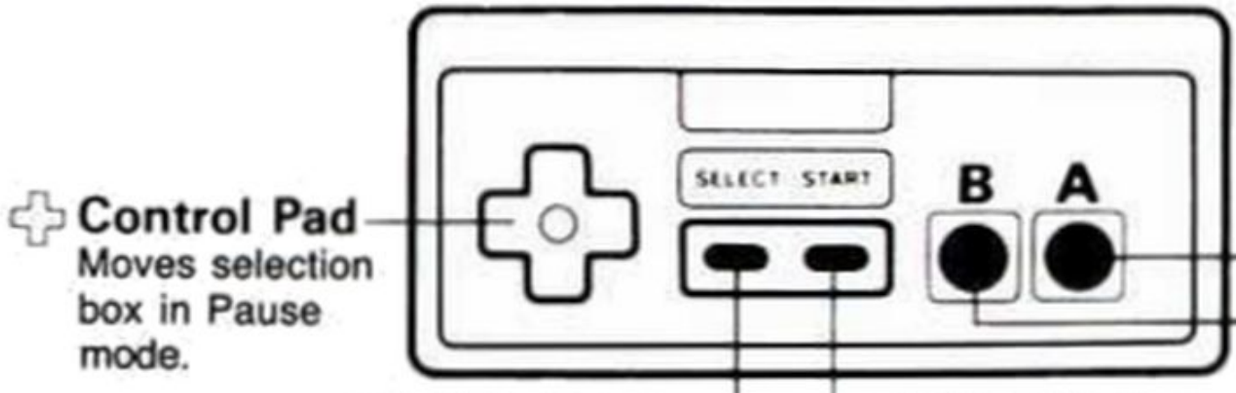
A Button — Operates the right flipper.

B Button — Pulls the plunger.

SELECT Button
Bumps the Machine to the right.

START Button
Starts the game.
Bumps the machine to the left.

Controller 2



Control Pad
Moves selection box in Pause mode.

A Button — Turns options on and off in Pause mode.

B Button — Pauses the game.

SELECT Button
Not used.

START Button
Not used.

HOW TO PLAY

PIN-BOT™
© 1988 RARE, LTD.
PROGRAMMED FOR THE NINTENDO ENTERTAINMENT SYSTEM BY RARE, LTD.
LICENSED EXCLUSIVELY TO NINTENDO OF AMERICA, INC. BY RARE COIN-IT, INC.
BASED UPON PIN BOT © 1986 WILLIAMS ELECTRONICS GAMES, INC.
PATENT PENDING.

Begin the game by pressing the START Button, then selecting the desired number of players and pressing START again. Pin Bot will announce "Pin Bot circuits activated."

Then, use the B Button to pull back the plunger and put the ball in play. The longer you hold the B Button, the farther the plunger is pulled.

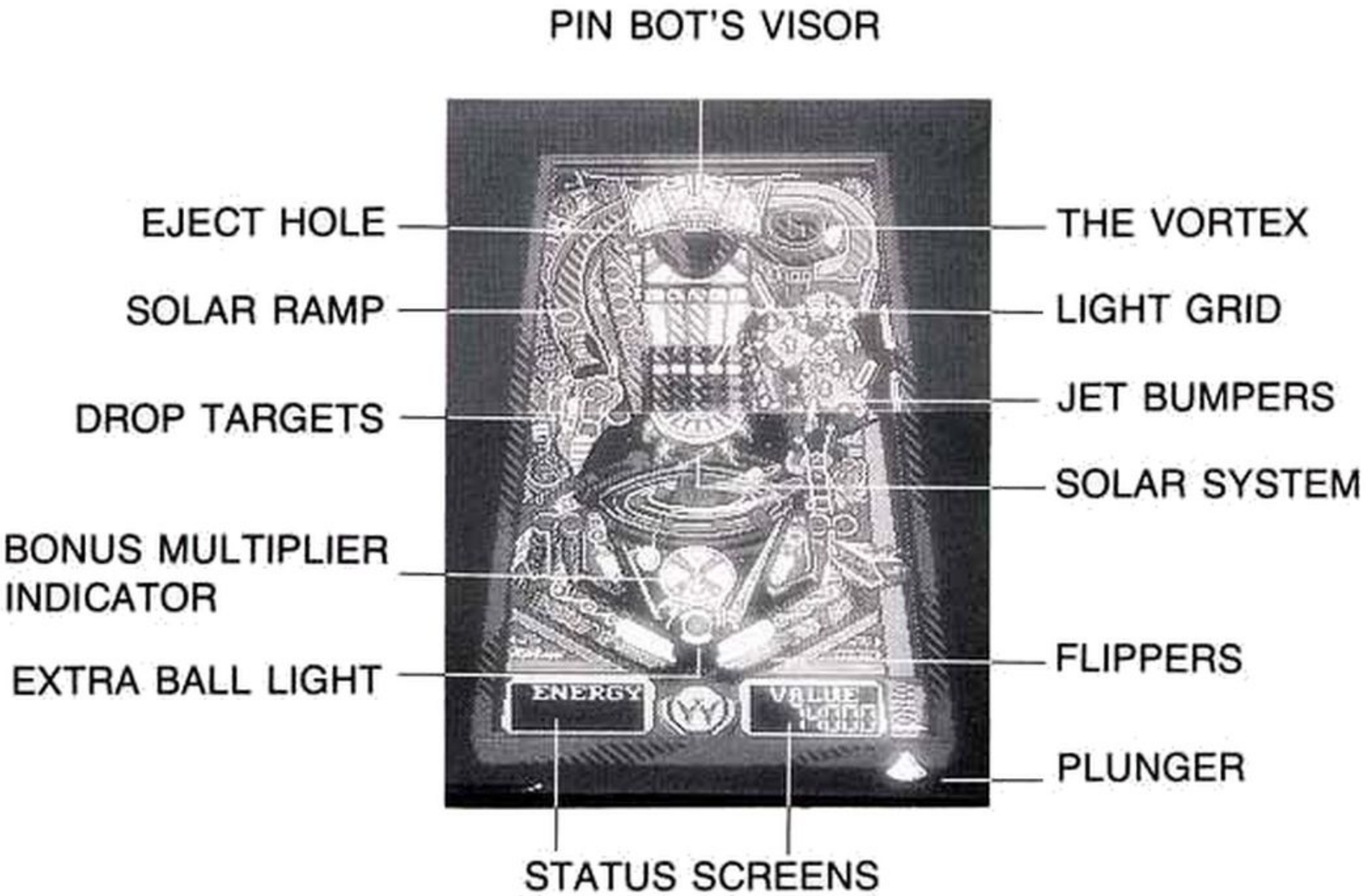
Try to keep the ball in play as long as possible by hitting it with the flippers. If it looks like the ball is going to drain, use the START and/or SELECT Buttons to bump the machine and change the ball's path.

The screen will scroll to always show the ball. Because the Pin Bot playfield is so long, the screen will split so that it shows your flippers at all times too. You will find this very helpful when the ball comes down the playfield quickly as you won't have to guess where your flippers are.

You get a total of three balls (plus any extra balls you earn,) after which your game is over.

In the middle of the playfield, you will see a map of the Solar System with the nine planets. You start at Pluto and are trying to work your way to the lit destination planet (lights the extra ball lanes) and then travel to the Sun to light the SPECIAL.

THE PLAYFIELD



STATUS SCREENS

At the bottom of the playfield, there are two status screens. These will tel you various things such as your score, the bonus value, the vortex value, the solar value, or the energy value. The status screens automatically change to show you the most important information.

THE VORTEX

When you put a ball into play, the first place it goes is into the vortex. Depending on how hard you shoot the ball, the vortex is worth different amounts. If you shoot the ball lightly and it goes in the first hole, the vortex is worth 5,000 points. The second hole is worth 100,000 points and the third hole is worth 20,000 points.

It's pretty hard to shoot the ball just right to get it in the second hole, but well worth the effort!

The vortex also multiplies in value (1X to 10X) every time you shoot a ball from the plunger (the vortex multiplier resets to 1X at the start of every ball.)

LIGHT GRID

This grid of lights is lined by targets on its right and upper sides. Hitting these targets will light up lights on the grid as well as advancing the bonus value.

When the whole grid is lit up, Pin Bot will announce "I am in your control", and his visor will open. If you shoot a ball into the visor area, it will become trapped and Pin Bot will say "Partial linkup". At this time another ball will appear at the plunger.

If you can get this ball into the other hole in his visor, Pin Bot will say "Now I see you," and attack you by shooting both balls out for multi-ball play! During multi-ball play, all point values are doubled.

SOLAR RAMP

Normally, shooting a ball up this ramp will advance the bonus multiplier and add 50,000 to the Solar Value. If you are in multi-ball play and you shoot one of the balls into Pin Bot's visor, Pin Bot will respond "Shoot for Solar Value". If you shoot a ball through the solar ramp while one ball is "locked" the playfield will advance to the next level and you will collect the Solar Value.

EJECT HOLE

This hole increases in value by 25,000 (to a maximum 75,000) everytime the inside right rollover lane is passed through. After increasing to 75,000, it will light to activate the rollover lane lights for an extra ball.

DROP TARGETS

Hitting one of the drop targets will make the large light in front of the targets start flashing. If you get the rest of the targets down before the light stops flashing, you will advance one planet on the playfield. If you get to the Sun, the target just below the Jet Bumpers will light for the SPECIAL.

Just in front of the three drop targets, there are three small lights. If you hit a drop target when the light in front of it is lit, a flap at the entrance to the Solar Ramp opens up for a limited time. If you shoot the ball in here you will collect the Energy Value (the Energy Value increases when you hit the Jet Bumpers.)

PAUSE MODE/OPTION SELECTION SCREEN

When you press the B Button on controller 2 to pause the game, three symbols will appear on the screen:

You can turn any of these options on or off by selecting it with the ✣ Control Pad and pressing the A Button. If a symbol is lit, it is turned on. If a symbol is dark it is turned off.

Press the B Button again to return to the game.

ENTERING HIGH SCORES

If your score is in the top 10, you will be able to enter your initials. Use the ✣ Control Pad to select the letters and the A Button to enter them. Select END when you're through. The high scores will be reset to their original settings when the power is turned off.

TIPS

★ Use the START and SELECT Buttons to bump the machine if it looks like you are going to lose the ball.

★ Go for the SPECIALS! When you advance to the Sun, the SPECIAL target below the Jet Bumpers will light. Hit this target and something SPECIAL is sure to happen!

★ When in multi-ball play concentrate on the area close to the flippers. If you start watching other parts of the playfield, you're likely to lose a ball.

★ Pin Bot is a complex machine. There are many secrets other than those given in this booklet. Good Luck!

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Reserntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957